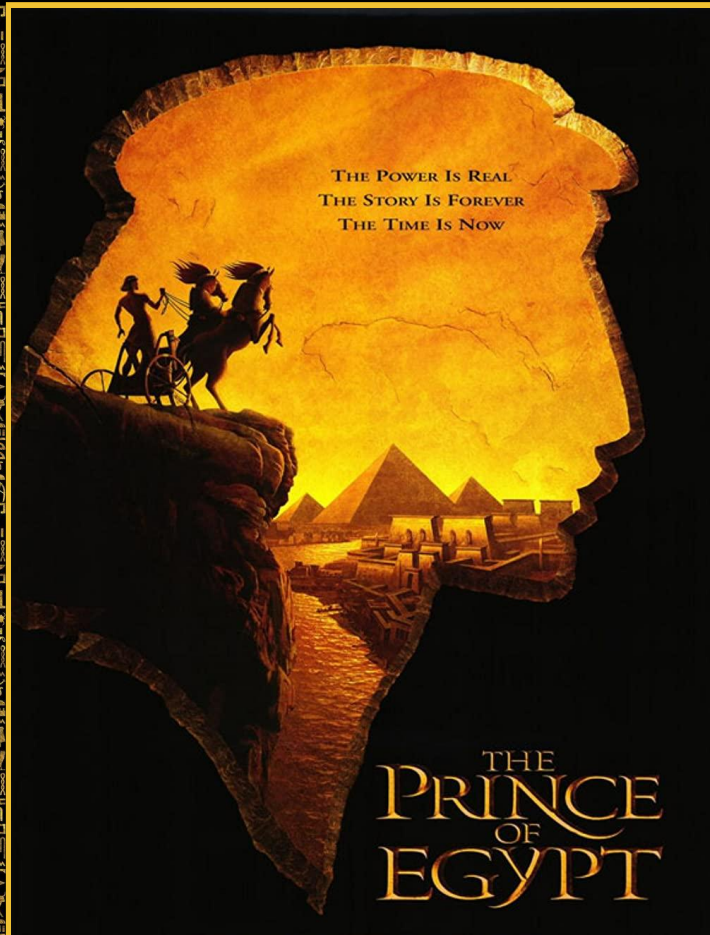


Ashira l'Adonai ki gaoh gaah (I will sing to the Lord, for he has triumphed gloriously)

Mi khamokha ba'elim Adonai (Who is like You, oh Lord, among the celestial)

Nah'ita veh'asdekha 'am-zu ga-alta (In Your love, You lead the people You redeemed)

Ashira, Ashira, Ashira (I will sing, I will sing, I will sing)



Jumpchain
by Ferrlovskar

There can be miracles when you believe, Jumper. In this world, that is more true than one would think... The setting is an animated adaptation of the Exodus story, taking place in Ancient Egypt and following the life of Moses. When the Pharaoh Seti orders the execution of all Hebrew infants, fearing that the slaves' growing number could lead to an uprising, Moses' mother hides him in a basket and pushes it out into the Nile river. Miraculously, the basket remains safe—avoiding hungry hippos, the fishing nets of Egyptian sailors and more—and ends up in the palace of the Pharaoh, where Queen Tuya finds him and decides to adopt him. Moses grows up as the brother of the Pharaoh's son, Rameses. The brothers are inseparable and Moses, enjoying the luxuries of a royal upbringing without any responsibility as the second son, often gets the two of them into trouble. You start here, on the day of the brothers' horse race, the one that will destroy the royal temple, and will soon bear witness to the events that follow.

Much lies still in your future; Moses meeting his lost brother and sister, fleeing out into the desert after accidentally killing an Egyptian slaver who was viciously beating an old slave, reuniting with his those of his people who live free, eventually stumbling upon a manifestation of the Hebgrew's god, getting charged with the mission to deliver his people to

their promised land, and returning to Egypt to clash with his former brother over this very matter. Perhaps you could intervene? Whether you stay out of their way, start a guerilla warfare against Egypt to free the slaves early or even side with the Pharaoh to keep Moses' people in bondage, it is all up to you.

+1000 CP

ORIGIN

Age and Gender can be freely chosen.

Any Origin can be a Drop-In.

Egyptian

You are a free man or woman, perhaps a merchant or guard—or even perhaps someone close to the royal family. You live a life of relative comfort and freedom, especially compared to the enslaved Hebrews.

Hebrew

While you might not start out a slave, perhaps one of the free Midians who live out the life of humble shepherders in the far reaches of the desert, you would do well to avoid the Egyptian patrols. You are one of Moses' people, one of God's chosen and dehumanised in the eyes of the Egyptians. *They were only slaves...*

LOCATION

You will start the jump in Egypt, perhaps witnessing Moses and Ramses fly by on their chariots just as you open your eyes.

PERKS

100 CP Perks are free and the rest discounted 50% to their Origin.

Musical Drama - Free

Fitting to this setting's genre, you can break out into song whenever you want, beautifully giving voice to your thoughts and feelings when you so wish.

Toil The Ground - Free

You are possessed of a body and skills necessary to survive in these times, being both of good health and having moderate competence at a profession of your choice from these times. For Egyptians, anything from a priest or landowner to a merchant or one of the fisherfolk is possible. For Hebrews, you are either one of the free Midians, most probably a shepherd, or a slave, in which case your body and skill is that of a hard labourer in indentured servitude.

Sunkissed - 100 CP

This land you are going to is loved by the sun; lucky then that you happen to share its affections. Searing heat and lack of water will not bother you, you could look directly into the

sun or on the glowing sand which reflects its light without damage or discomfort, the sand under your feet or the one flying swiftly in the winds of the sandstorms will feel like a warm embrace.

Favoured of Montu - 100 CP

You are well taught in the ancient Egyptians' martial arts, wielding both your body and the weapons found here with the skill and grace of an expert warrior of these times. If a slave, you better not demonstrate this unless you want to be labeled as dangerous by your Egyptian masters.

EGYPTIAN

By The Power of Ra! - 100 CP

You are a master of smokes and mirrors, possessing both excellent showmanship and knowledge of tricks to delude or delight the mind. While as a stage magician you would have no peer, even with but ancient tools at your disposal, this talent would find much use in the hands of thieves and other scoundrels.

Double Their Workload - 200 CP

Are you a slavedriver, or maybe just a very sadistic boss? Whenever you push your workers harder than what is probably ethically correct, forcing them to work late shifts or to take no breaks on long days, the productivity, speed, efficiency and result of their work rises; the harder you push them, the more it increases. Simply forcing someone to work an hour extra would be a small boost but treat them like how the Egyptians here treat their slaves, forcing some to work until they collapse and die? Do this with a large enough group and you could transform a couple of huts into a breathtaking city of marble and great monuments, one that would be a special pearl in any king's eyes, in a couple of weeks. It could be said you sacrifice your workers health to save on time and increase the results!

This Will Still Be So - 400 CP

No matter how high the costs may grow, you have the fortitude of character—the strength of will—to continue on. What would break others will simply rouse you to action. Where others despair, your anger grows. Where your peers fall from physical and mental exhaustion, you stand tall and proud (able to keep going long past the limits of your body). No pain will ever truly whittle you down—for you are like the pyramids: eternal and glorious.

Thankfully, your mind is still as open to new ideas as before—you simply can't be forced by duress to ever change unless you wish to.

The Morning and the Evening Star - 600 CP

You are the Pharaoh and it will be as you say!

Any country or organisation you rule you are granted godly power over. Name a man as innocent and people will believe it to be so, or at least have to act after your belief. If you say that day is night or that summer is winter, it will be written (at least within the area you rule over). With a word, you can take away the life of one of your citizens/followers, having them die on the spot, or force them to work themselves to death. This can never mind-control your people though and they can still bear hatred for you in their hearts—even as they are forced to obey.

Should you possess supernatural powers then you could use them on your people as if they stood before you. A telepathic message could speak to all at once, a healing spell restoring everyone at the same time and a curse could lay them all low, or twist them horrifically. You can restrict who you target, perhaps only targeting those in bondage with your curses and the freemen with your blessings should you be so cruel.

HEBREW

A Hopeful Song - 100 Cp

Life is in itself a miracle Jumper. It is beautiful. You'll always find yourself able to enjoy life, despite what hardships you have gone through or what responsibilities weigh heavily on your back. You may have periods where you are down, but any state of despondency or helplessness will soon flee in face of the hopeful song that flows from your heart. Furthermore, you can easily help others achieve this as well, giving them back hope and appreciation for life even in desperate times. That you are an excellent jokester and entertainer, someone who can get even the most stubborn or downtrodden to at least crack a smile at your display, is just a bonus for those around you.

Through the Reeds - 200 CP

You have supernal luck when it comes to surviving situations where you are left to the mercy of the gods. The more dire your circumstances (when you have little to no control over your fate) the better your chances of survival and also the coming fortune is. Float helplessly, unconscious and bleeding, in the middle of the sea and a nearby regent could find you, somehow still breathing, form while on a pleasure cruise; seeing in you a resemblance to their lost son or daughter and taking you in to nurture you back to health (perhaps even adopting you and naming you their heir).

Heaven's Eyes - 400 CP

You can with a look measure the worth of a person: in wealth, or strength or size (or all three). You can see how much they have gained, and how much they have given. With a look you can see how they have lived their life: helping or taking. You can of course turn this gift upon yourself should you dare, perhaps finding peace in seeing the true goodness you have done or otherwise understanding that you need to change (should goodness be your intention).

Thus Saith The Lord - 600 CP

"Until they break, until they yield."

You wield now the power to bring down God's wrath upon those who oppose you, or perhaps simply upon those who have garnered your displeasure. With but a word you can begin a process that will see them, anything from a single person up to a whole country, beset by terrible plagues. This comes either in the form of the ten plagues of Egypt or different plagues themed after/to counter the power of the god(s) the target put their faith in. The more plagues this gift manifests the less power each carries; if a people believe in a hundred gods and you choose to counter them, then every single plague will hold only moderate power compared to the ten plagues of Egypt. Similarly, should your target worship a lesser number of gods—perhaps only seven—the plagues will grow in power and splendour. Lastly, should the gods they trust in be real then they can certainly seek to intervene, so remember that before you start picking fights with divinity.

ITEMS

100 CP Items are free and the rest discounted 50% to their Origin.

EGYPTIAN

Tale of Jumper - 100 CP

A sandstone wall will appear in your warehouse. On it, will be beautifully written your journey so far in the style of Egyptian hieroglyphs. The wall is ever growing and can use any style perks you possess to improve the quality of the writing. Lastly, you can summon this tale, or select parts of it, on any nearby unadorned wall at will. Instant graffiti.

War Chariot - 200 CP

A beautifully crafted and engraved chariot attached to two mighty horses! These horses have an absurd ability to keep their balance (parkouring even) across uneven surfaces—even at high-speed—while also controlling the chariot attached to them to keep you safe and relatively comfortable. The chariot is sturdier than it should be, unlikely to break even from powerful and direct impacts, and will absorb most of the impacts, meaning you can easily keep your balance while riding.

Ring of the Royal Chief “X” - 400 CP

You have here a ring in the form of your choosing. By giving it to someone and appointing to them a task serving under you, they will be granted unnatural competence at this. Not only will their talents related to this task increase with drastic speeds, but they will also be granted the instincts and innovation of lifetime veterans. Be they your bodyguard, your chief architect, your foremost doctor or your spymaster—they will but soon be great (or greater).

Egypt - 600 CP

Taking the place of the Pharaoh, all of Egypt is rightfully yours. From the shores of the glittering Nile to the banks of the Mediterranean- and the Red sea. This kingdom of yours can be inserted into future worlds as well and you can choose if this insertion happens spontaneously or with a background established in the world.

HEBREW

Ten Commandments - 100 CP

These two stone tablets will have written upon them the ten laws or guidelines that someone holds as most important. Who this someone is and what is written can change, as you can “attune” these tablets to anyone you wish; a king, a god, a beggar. It can even do the same for organisations or cultures. An excellent set of tools to find out what values lies closest to someone’s heart!

Mount Horeb - 200 CP

This holy mountain will follow you along your chain, starting each jump in your warehouse but with the possibility of being placed in a location of your choice. The mountain is an excellent hot spot for any castings of divination magic or the usage of relics or powers with similar effects. It is also the perfect place for trying to contact the divine, greatly enhancing any such efforts on your part. Though the mountain's origin is holy, "the divine" can mean both holy spirits and unholy ones—demons and angels, ghostly apparitions or powerful elementals.

Burning Bush - 400 CP

This small, eternally burning, bush will show you visions of what you need to do in order to accomplish a goal you set before you, or one thrust upon you by another. These visions will never give you a perfect path to victory, simply providing you information such as; where to be, what action to take (diplomacy or combat), who you should seek out and similar specific but not detailed information. It will not be a guide, but a boon still. It will also speak to you, in a somewhat haughty tone, to offer you advice on what to do; this advice often being cryptic, but with glimpses of information that can help you much. This advice can be offered without you having selected a certain task, but it will be much harder to decipher than the visions. When not in use, it can disguise itself as any normal bush.

A Shepherd's Staff - 600 CP

Good for herding sheep and other cattle! That's it.

Okay it's actually not. This staff comes with a few abilities. The first is to turn into an unnaturally deadly snake, one capable of quickly killing several of its brethren by itself. The second comes in the form of a gigantic pillar of fire that you can summon with the staff, and freely move about. The third ability is that this staff will create a way through any obstacle that stands in your way. It will split the sea and the mountain, it will raise a bridge across a ravine or cut a path through the forest. This effect also works on more esoteric hindrances, such as magical barriers or the warping of space. Also, this new path will never allow an enemy greater ease in pursuing you. Should they race across the sea-floor after you, the ocean will fall upon them with crushing force to drown their life. Should you trek through the mountains, the rocks will fall in their way and upon their heads.

Companions

Canon Companion - 100 CP

Someone special you got your eye on? With this option you can choose a character in the setting and get the guarantee of meeting them several times over your stay, as well as making a good first impression unless you royally screw up. If you can convince them to come with you, they will become your companion in the jumpchain.

Import/Create Companion - 100 CP

Import or create a new companion, if new you can decide their general appearance and personality as well as relation to you (depending on their Origin). They get 800 CP to spend on perks and Items.

DRAWBACKS

Take as many as you dare.

A Different Nile: +0 CP

This here is the token setting adjuster Drawback. With it, you can change the history of this setting somewhat. Perhaps the hero of our story is instead the steadfast Rameses, backed by the lost gods of his people to save the Egyptians from their Hebrew overlords. Perhaps the genders of certain characters are different, or maybe the story plays out the same but set in ancient Greece, with the coming plagues mirroring the powers of the Greek Pantheon?

The Sixth: +100 CP

You are struck by the sixth plague of Egypt, covered in festering boils. They won't ever go away and your stay in this jump will be a painful and itchy one.

Distrustful Sort: +100 CP

Whatever Origin you choose, those of the other will see you as untrustworthy. Are you an Egyptian, the Hebrews believe you to be a cruel slave driver or apathetic leader. As a Hebrew, the Egyptians will see you as a troublemaker, someone likely to start an uprising if left alone or at least someone who slacks off and needs more attention.

Nose Breaker: +200 CP

Like how Moses and Rameses destroyed the new temple during their horse race, you have bad luck that often results in you accidentally causing large collateral damage. How severe this damage is depends on what you were doing before and what your intentions were, but even someone carefully minding their own business could accidentally destroy a house once in a while.

To Hate Me So...: +200 CP

There is someone in this jump, the brother or sister or just closest companion of your background, who you'll end up in conflict with. You will have countless fond memories with them by your side, countless laughs and smiles thanks to them, and still you'll end up opposed in the coming conflict. No matter what you do, this jump will end with one of you in despair, and the other carrying a heavy heart. A tragedy awaits you...

The Deliverer: +300 CP

Moses sure got his wish, God chose another; that being you. You have to free the Hebrews from their suffering, deliver them to their promised land, before your time in this jump is over. Fail to do so and your chain is over. You also won't get God's help to accomplish this.

The Lost Child: +300 CP

Your memories have sadly fled you, leaving you with only the knowledge provided by your background. I wonder how you and those around you will react to any powers you possess, perhaps you are a demigod or blessed by divine glory? At the end of the jump, all your memories will return.

Only A Slave: +400 CP (Can't pick "The Deliverer")

Reduced to your body-mod and forced to live the cruel life of a slave under your Egyptian masters, you sure have lousy luck. You will endure many hardships here until Moses sets

your people free, coincidentally restoring your powers at the same time. Unable to interfere to change fate and forced to work yourself to the bone every day for years, it will be tough enough to survive...

Through Heaven's Eyes: +400 CP

What have you truly accomplished across the chain? The God of this world will be granted power over you by your benefactor and will have you watch over your past life with him. He will judge your life to his standards and punish you for every wrong you have committed, every wrong by his morals. You have one guarantee, he won't be able to end your chain. Everything other than that though is fair game, meaning you might be in for a hell of a time if you have been less than stellar so far... Worst case, he might very well put you through a personalised hell for ten years. A plus, if you have done more good than harm you will get the *Heaven's Eyes* perk for free.

Bloody Waters: +500 CP

Soon, the waters of the Nile will turn red with blood. The problem is that it won't be Moses who causes this. The enemies of Ancient Egypt will turn their sights upon its lands, sending out armies to pillage and slaughter their way across Egypt. The Libyans to the west, the Nubians in the south, the Asiatics, the Hittites, the Hyksos, and more will come to wage bloody war in Egypt and elsewhere...

Don't think fleeing to one of these countries will make you safe, they will be just as bloodthirsty towards each other and wherever you go there will be war and strife (until someone reigns supreme).

Wrath of the Gods: +600 CP

The Egyptian gods are more than real... Possessing a similar level of power that the Hebrew's God showed in the movie, they will start a divine war on God and his chosen people. Egypt will be turned into a battlefield, where divine servants command armies of mortal men against each other, where terrible powers and plagues are inflicted upon both innocent and guilty. Great beasts, avatars of the gods and more will descend to stalk the land and champions will be granted supernatural might. The setting will change to liken a high-fantasy world focused on the myths of the Egyptian pantheon and the Old Testament.

ENDING

Go home: Your journey is over, take what you have and enjoy it back at home.

Stay here: Does this land strike your fancy? End your journey here, but with the ability to travel the multiverse you have traversed so far, and perhaps beyond.

Continue: There are more stars in the sky, more worlds to explore and more people to meet. Let's not keep them waiting shall we?

Notes*

Perk info:

The Morning and the Evening Sun:

Should you possess powers over healing or necromancy or over blessings and curses (buffs and debuffs), then you can use these powers on your citizens at will as well, instantly healing your followers or raising them from their grave to serve again—instantly supporting or sabotaging their persons with supernatural might.

People who only visit you are not citizens, neither are spies. For someone to count as one of yours they have to live in your country truly. Factors to consider: their intentions (though even slaves who want to leave can be considered citizens as they are owned by your people), the length of stay (how much time they spend outside vs in your country), their connection (such as family, businesses and more). It is somewhat nebulous all this but most people in your country will count as your subjects.

Sunkissed: you still need to drink, but you can function and survive on low amounts or no water for far-far longer than those around you (longer than should be possible for a human).

The Ten Plagues of Egypt: https://en.wikipedia.org/wiki/Plagues_of_Egypt

Other possible Plagues: take the faith of the Seven from ASOIAF for example. The possible plagues would be stronger and more dramatic than the ten plagues of Egypt, as they will number only seven. They could look a bit like this, to counter:

- The Father: lightning will strike down continuously upon the graves of the unworthy as well as statues of them, destroying any monument raised in their honour and their resting place
- The Mother: crops will wither and babes will be stillborn
- The Maiden: those considered beautiful by their peers will be scarred
- The Crone: blindness will strike the leaders of cities and organisations (such as the Gold Cloaks and the Faith of the Seven)
- The Warrior: every fighting man or woman of the kingdoms, all who take up a weapon in its name, will be struck by terrible nightmares and hallucinations that will have them jumping at shadows
- The Smith: the hard-labourers, those who smith and build will be struck by a terrible fever leaving them all bed-ridden and unable to do work
- The Stranger: a full-on zombie apocalypse as the dead rise from their graves during night to strike at the living

When you invoke plagues to counter the gods a people or person puts their faith in, you will receive knowledge on how the plagues will manifest and can decide in which order they do so, you can also choose to skip or end a plague at your discretion.